SynthsGW Manual Tests

Test BeatMaker

1. Open SynthsGW
2. Click on "File" menu option
3. Hover mouse over "New" menu
4. Click on "New Beat"
5. Wait for new "Cyber Beat Box" window to appear
6. Click on checkboxes
7. Click "Start" button
8. Ensure that chosen drum effects play on appropriate beats
9. Repeat steps 6-8 as many times as necessary
10. Click on "Tempo Up" button
11. Ensure that drum effects are now playing at a higher tempo
12. Click on "Tempo Down" button
13. Ensure that drum effects are now playing at a lower tempo
14. Click on "Stop" button
15. Ensure that drum effects have stopped playing
16. Close SynthsGW